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SECTOR COMMANDERS

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★ COLONIAL STAR COMMAND TAC CENTER CERBERUS IV ★

RELEASE 18

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BATTLE MANUAL

STARBASE SECTOR DEFENSE PROCEDURES

DISTRIBUTION: All Sector Starbase Commanders

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1.0 IMPERIAL ORDNANCE TYPES. Commanders are advised that the following warship classes of the ENEMY have now been classified:

1.1 FIGHTER CRAFT. These have appeared in two types. Physical characteristics are the same, but armament varies. The lighter type is weaker, and the second type equivalent to our VIPER fighter.

1.2 ASSAULT BOAT. This is equivalent in Combat Rating to our GOBLIN class, but has less range capability.

1.3 LANCE DESTROYER. Combat equivalent to the GOBLIN class CORVETTE.

1.4 STAR CRUISER. Roughly comparable to our STARRANGER class, but has greater range and reported to carry heavier weaponry.

1.5 DREADNOUGHT. This is a short range, heavily armed capital ship, previously believed to be the strongest ENEMY warship class. It is capable of outmatching the STARRANGER and STARSHIELD class cruisers. It is strongly recommended that only BATTLESTAR class vessels be committed to single combat with this type of ship.

1.6 BASE SHIP. Only one of these has been reported so far. That occasion resulted in the loss of the STARSHIELD class cruiser KURYON. Full capabilities of this ENEMY class are not known, but it is apparently their heaviest warship. Commanders are directed to report immediately any encounter or sighting of the BASE SHIP. All data indicates that our BATTLESTAR class outmatches even this ship class. Lesser ships should avoid combat.

1.7 MOBILITY. Commanders will note that, like our own ship characteristics, the ENEMY ships having longest range capabilities are the long range FIGHTER, ASSAULT, and DESTROYER classes. The bulk of energy generator capability in the heavier classes of ship is devoted to offensive and defensive weapons support, rather than to the drive fields. This factor indicates that surprise attack upon the STARBASE is most likely to involve only the lighter classes of vessels.

Additionally, the tactics most favored by the ENEMY have been to test STARBASE defenses repeatedly with one or more attacks by lighter ship classes before committing the heavier forces to battle.

It is therefore a reasonable defense tactic to commit most, if not all of the STARBASE RESERVE to building extra POWER BANK capability in the first days of an enemy incursion. This insures adequate power reserve in the later days of a holding action when stronger defenses will be needed.

1.8 IMPERIAL BATTLE MAPS. These are carried by all but the ENEMY fighter class ships. They are described as laser-resistant monolithic memory modules, and are found in the shielded bridge areas of the destroyed ENEMY ships.

Battle map modules can sometimes be recovered from the wreckage of destroyed Imperial ships, and will yield complete position and strength readout of the entire ENEMY ship force. This can be a material aid to STARBASE defensive tactics. Thus it is a valuable tactic to seek out and destroy the classes of ENEMY vessels that contain Battle Maps whenever opportunity exists.

2.0 SHIP TACTICS.

2.1 Due to the wide variety of ENEMY vessel Combat Ratings, ship commanders are cautioned to pick target positions carefully, and avoid engagement with Imperial vessels whose strengths are UNIDENTIFIED.

2.2 Given combat situations where two ENEMY vessels are both within effective combat range, it is not possible to control which target our on-board targeting systems will lock onto first. This could result in outmatched combat with the heavier of the two ships, with the lighter one engaged second. Should the first combat result in loss of your ship, the remaining ENEMY will escape engagement and continue its incoming attack. Since lighter ENEMY ships have longer operating range, this could result in immediate closing to attack range on the STARBASE, whereas the heavier ship could not have done so.

2.3 When possible, position several ships to attack one ENEMY vessel so that COMBAT ODDS are better than even. Maximum combat odds are 6 to 1. It is therefore not helpful to allocate excessive strength to a single engagement.

2.4 We have had better than even success in evenly matched ship combats, but this should be avoided except in emergency since such combat can often result in loss of both vessels. Commanders should take positions which place only the chosen ship target within effective combat range. This requires positioning so that all undesired targets are outside the 20 degree angular limit or outside the one light-micron combat range limit.

2.5 STARCOM has determined that interception and ship combat, even at bad odds and at cost of the weaker attacking ship, has usually caused Imperial ships to turn and retreat for at least one day. This has successfully proved itself as a tactic for interrupting ENEMY attacks to be made on a STARBASE.

Therefore an effective strategy in STARBASE defense has been to deploy several VIPER fighters as a long range screen at various compass points about a STARBASE. This both gives early warning of incoming ships and immediately gives exact scanner identification of each ENEMY vessel encountered and fought. This allows time for STARBASE defenses to be redeployed to meet the threat.

2.6 SOAK-OFF ATTACKS (sacrificing a lighter class ship by attacking a larger ENEMY ship) are effective assists to SHIELD defense, even if this means certain loss of one or more ships. The damage done to a strong ENEMY vessel, such as the DREADNOUGHT class, can be vital in reducing its Combat Rating to the point where it can be stopped by the STARBASE MULTI- LAYER SHIELD. An example of the SOAK-OFF effect occurred during the KYLOS SECTOR penetration (712CD). After loss of one VIPER and damage to another, an ENEMY STAR CRUISER, superior to the current SHIELD level, was reduced to the point where it could be held within STARBASE KYLOS' four layer SHIELD, and was then destroyed by MARK IX laser fire.

2.7 When SHIELD levels cannot stop an estimated ENEMY penetration force, the SOAK-OFF tactic is recommended since it may damage the ENEMY and delay the attack for a day, gaining time to build more SHIELD layers.

3.0 DAMAGE CONTROL. It has been noted that in battles where odds are sufficient to insure destruction of the ENEMY ship, no damage is normally inflicted on any of the engaged Colonial vessels. However, occasionally a ship Combat Rating will be reduced to 0. It is noted that while capable of movement, such a ship is defenseless against attack, and can be destroyed by any class of vessel. The same applies to ENEMY ships. Therefore, any Colonial ship disabled to a Combat Rating of 0 should at once be brought back to the STARBASE for repair, lest it be lost.

3.1 All efforts must be made to prevent ENEMY penetration to ground level, to prevent damage to the POWER BANK and POWER RESERVE sections.

If the De Wahl POWER BANKS are damaged, only the primary STARBASE emergency RESERVE reinforcement of 200 energy units per day can be generated. STARBASE defenses are severely impaired. Repair parties will require additional energy units deployed to the POWER BANKS to restore circuitry and bring them back into operation. The energy supply must be so allocated, even at the cost of other needed ordnance.

3.2 The POWER RESERVE circuitry is subject to overload and failure if additional POWER BANKS are brought online too rapidly, when current RESERVE already exceeds 1000 units. Lost power units due to overload are not reclaimable. Engineering assures us that this problem will be solved in the near future.

3.3 You are aware that all STARBASE functions will collapse should the current RESERVE level ever drop below zero due to ENEMY ground attack. Therefore it is advisable to maintain adequate units in the RESERVE whenever there is danger of attack and SHIELD breakthrough. If sufficient units are left in RESERVE, there is a good chance of surviving ground attack.

4.0 GROUND DEFENSE

4.1 MULTI-LAYER SHIELDS are the primary ground defense, and may be built up to 14 levels.

4.2 The MARK IX LASER BATTERY will automatically track and engage any ENEMY ship which has been stopped and held by the SHIELD. The lasers' effectiveness depend on the amount of POWER RESERVE currently stored. The lasers will not operate if POWER RESERVE is zero.

4.3 If no SHIELDS are active, the laser batteries will still attempt to seek targets, but with ENEMY ships coming in at full speed, unimpeded, the laser batteries may not have time to lock onto the targets before ground attack occurs.

4.4 In the event of a breakthrough to ground level, survival depends on adequate STARBASE power in the RESERVE. Severity of ground attacks on the RESERVE is generally proportional to the strength of the attacking vessel(s) and has been usually less severe in instances where ENEMY ships were forced to penetrate SHIELD layers before reaching ground attack position.

5.0 IMPERIAL SHIELD WARP

5.1 In the most recent skirmish, the battlestar LOKI sustained severe damage from an Imperial STAR CRUISER which carried a new weapons system. LOKI reported its effect was that of warping her defensive force SHIELD pattern, followed by massive overload and failure of the SHIELD generators. Because of these characteristics, the new ENEMY weapon has been dubbed the SHIELD WARP.

While SHIELD WARP has been encountered only once, it is probable that, after one success, future ENEMY intrusion forces will make use of this device.

This weapon system is apparently in short supply, since only one ship has been encountered which carried it. However, commanders are cautioned that it could be devastating since it was able to strip away all defensive shielding from even a BATTLESTAR. It is computed that presence of the SHIELD WARP would at least triple the tactical Combat Rating of any Imperial warship carrying it.

5.2 No defense has yet been recommended against SHIELD WARP except to overwhelm and destroy any ENEMY ship possessing it.

5.3 While SHIELD WARP has been seen only as a ship-to-ship weapon, it is noted that warship defensive force shields are similar in principle to that of the STARBASE MULTI-LAYER SHIELD. Commanders are warned to consider the tactical implications.

5.4 Based on the LOKI experience, all STARBASE probe systems have been enhanced to detect force patterns which indicate presence of a SHIELD WARP system on detected ENEMY targets. These will appear as suffix of (**sw) on the target acquisition readout.

6.0 STARCOM REINFORCEMENT PROCEDURES

6.1 Pursuant to the current strategy, STARBASE commanders will conduct local holding action in the case of ENEMY incursions into Colonial frontier space.

6.2 Immediately upon onset of ENEMY activity in a frontier sector, STARCOM TAC squadrons from the STARBASE CERBERUS IV will converge at flank speed toward the engaged STARBASE. Due to the distances involved, TAC squadrons will rely on the STARBASE facilities for resupply and recharge of the SUBSPACE DRIVES immmediately upon arrival.

6.3 Distances from CERBERUS IV to the sector STARBASES indicate the following in-transit times for TAC reinforcement squadrons:

CERBERUS SECTOR	1 DAY
KYTOS SECTOR	4 DAYS
SCYLLA SECTOR	6 DAYS
ORION SECTOR	8 DAYS
POLLUX SECTOR	9 DAYS
KORVAN SECTOR	12 DAYS
NEWCENTURI SECTOR	12 DAYS
HYPERION SECTOR	15 DAYS

6.4 It is imperative that any engaged STARBASE be held dockyard operational until TAC squadrons arrive and are resupplied, regardless of cost in local ordnance.

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